Hearth Domain

The gods of the hearth are patrons of those who work with what is known as the Three Pillars: Flames, Food, and Family. From a humble parent who keeps their spouse and children from starving to the innkeeper who provides food and shelter to those less fortunate. The gods of the hearth teach that, with patience and hard work, even the smallest meal and humblest shelter can be a godsend to those in need. Clerics of these deities quest to find new and exotic recipies, seek out and assist the less fortunate, and provide firey vengeance to those who would do harm to the weak. Followers of these gods take great pride in their work, and they are willing to do whatever is neccesary to ensure not a single soul is left cold, hungry, and without a place to sleep. Deities of this domain include Hestia, Estanna, Yondalla, and many others.

Hearth Domain Spells

Cleric Level	Spells
1st	Searing Smite, Alarm
3rd	Cloud of Daggers, Heat Metal
5th	Leomund's Tiny Hut, Tiny Servant
7th	Mordenkainen's Private Sanctum, Wall of Fire
9th	Animate Objects, Immolation

Tools of the Profession

When you choose this domain at 1st level, you gain proficiency in Cook's Utensils, as well as in using various cooking supplies in "alternative" ways (see Chef's Equipment Chart below)

Helping Hand

Also starting at 1st level, you gain the Mage Hand cantrip if you don't already know it. You may use Mage Hand to assist you in preparing meals by hand, granting yourself advantage on the roll, but disadvantage on Wisdom (Perception) checks while doing so, as your attention is solely on your work.

Preparing a meal in this manner will produce enough food for a number of people equal to 1+WIS modifier per hour of work, provided enough resources are available (DM's discretion)

Channel Divinity: Made with Love

Starting at 2nd level, you can use your Channel Divinity to give your meals a restorative property. When you prepare a meal, you can use your Channel Divinity to cause all who eat the meal to regain HP 1d10 + your cleric level.

Additionally you have advantage on CHA checks with anyone you share this meal with.

A creature can only benefit from these features once per Long Rest.

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The Secret Ingredient

At 6th level, you have learned how to imbue your food with divine magic. By expending spell slots during the preparation of certain types of food, you can attempt to imbue various effects into the meal. Make a Dexterity (Cooking Utensil) roll, DC equals 15 + the level of the spell slot being used. The level of spell slot and corresponding effects available can be determined by the chart below. On a failure, you waste the spell slot and the food is inedible.

Creating and imbuing the meal takes one hour, plus an additional hour for every spell slot above 3rd.

Consuming the meal requires a short rest or an equivalent amount of time.

The magical imbuement of the food lasts for 8 hours, or until consumed.

Only one effect can be imbued into a meal at a time, and the effect applies to everyone who eats the meal. You can create enough servings in a single cast to feed a number of people equal to your 1+WIS modifier.

Any material components expended by the spell must be used in the imbuement.

If the effect has a duration, the creature that consumed the meal must make a CON save at the end of each combat, or every hour outside of combat, to see if their metabolism has burned through the magical effect. The DC of the save is 10 + the level of spell slot used to imbue the food. The maximum duration for an effect is a number of hours equal to the consumer's CON modifier (minimum 1), or until the creature fails its save, benefits from a long rest or goes unconscious.

A creature can only be affected by one food effect at a time.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the hearth. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target

Flames, Food, & Family

When you reach 14th level, your Divine Strike increases to 2d8 fire damage.

Additionally you are considered to always have the Heroes' Feast spell prepared, and the temporary hit points it provides are maxed.

Finally you gain the ability to cast Mordenkainen's Magnificent Mansion.

Master Chef

At 17th level, you've become so accustomed to the various types of accidents that can occur in the kitchen that they hardly affect you anymore. You gain immunity to fire damage, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Cooking Equipment

Item	Cost	Damage	Weight	Properties
Frying Pan	5 sp	1d4 bludgeoning	2 lb.	—
Cooking Pot	1 gp	1d6 bludgeoning	3 lb.	—
Meat Cleaver	1 gp	1d6 slashing	3 lb.	Thrown (range 20/60)
Carving Knife	2 gp	1d4 slashing	1 lb.	Finesse, Light, Thrown (ranged 20/60)
Wok	2 gp	1d6 bludgeoning	5 lb.	Versatile (1d8)
Cauldron	4 gp	1d8 bludgeoning	10 lb.	Two-handed
Pot/Pan Lid	—	—	3 lb.	Can be used as a Shield (+2 AC)

Secret Ingredient Effects

Spell Slot	Effect
3rd	+1d4 to attack rolls
3rd	+1d4 to saving throws
3rd	+Temporary HP equal to Cleric's WIS Modifier
3rd	+10 feet movement speed
3rd	Regain HP equal to 1d8 + Cleric's WIS Modifier
4th	Advantage on Skill Checks for one Ability Score
4th	Advantage on Saving Throws for one Ability Score
4th	Darkvision 60ft
4th	Spider Climb
4th	Resistance to Fear, Charm, or Poison (Pick One)
4th	Cure Blinded, Deafened, Paralyzed, or Poisoned (Pick One)
4th	See Invisibility
4th	Regain HP equal to 2d8 + Cleric's WIS Modifier
5th	Remove Curse
5th	Resistance to Acid, Cold, Fire, Lightning, or Thunder (Pick One)
5th	Regain HP equal to 3d8 + Cleric's WIS Modifier
6th	Resistance to non-magical weapons
6th	Freedom of Movement
6th	Immune to Fear, Charm, or Poison (Pick One)
6th	Regain HP equal to 4d8 + Cleric's WIS Modifier
7th	Cure Charmed or Petrified (Pick One)
7th	Cure Ability Score reduction
7th	Cure Hit Point maximum reduction
7th	Regain HP equal to 5d8 + Cleric's WIS Modifier
8th	True Sight
8th	Regain HP equal to 6d8 + Cleric's WIS Modifier
9th	Regenerate